

## **Amendments to the Specification**

Please amend the title of the invention as follows:

METHOD FOR ~~PROCESSING-GENERATING AND CONSUMING~~ 3D AUDIO  
SCENE WITH EXTENDED SPATIALITY OF SOUND SOURCE

Please replace page 1, lines 7-12, with the following amended paragraph:

The present invention relates to a method for ~~processing-generating and consuming~~ a three-dimensional audio scene having a sound source whose spatiality is extended; and, more particularly, to a method for ~~processing-generating and consuming~~ a three-dimensional audio scene to extend the spatiality of sound source in a three-dimensional audio scene.

Please replace page 12, line 31-35, with the following amended paragraph:

FIG. 2 is ~~an illustrative a diagram depicting a scene of Audio-BIFS~~ describing a method for expressing spatial sound source by grouping successive point sound sources. In the drawing, a virtual successive linear sound source is modeled by using three point sound sources which are distributed uniformly along the axis of the linear sound source.